

CLS2SIM software.

Your choice for easy integration of BRUNNER CLS to any Simulation SW environment.

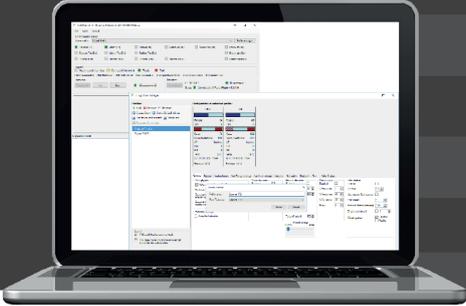
BRUNNER CLS2Sim software is a proven solution for connecting and integrating our Active Force Feedback flight simulator devices to any simulator software environment.

CLS2Sim allows extensive configuration of all our devices. Set up force by deflection and force increase with speed, control trim with and without our electric trim wheels and use the autopilot of the simulation to drive yoke, rudder or other axes.

Enable a wide range of effects like engine or runway vibrations, or stick shaker etc. for up to 20 axes connected to the CAN network.

Prepar3D®, M-FSX and X-Plane are directly supported. Any third party flight simulation solution connects via a clean TCP/IP or UDP remote interface protocol which simplifies handling and reduces implementing effort to a minimum.

Read positions, buttons, forces and status information and control trim, autopilot, or force profiles for each connected axis using simple commands.



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Features.

- Connect to CLS via Ethernet TCP/IP, USB
- Plug->Configure->Play Support for motorized axes: Yoke, Rudder Pedal, Cyclic, Collective, Trim Wheel, Throttle, Brakes.
- Support for any custom motorized axis over external control interface (Nose wheel, Speed brakes, etc.)
- Force/deflection curve scaling with speed
- Axis linearity, dead zones and artificial play
- Trim and Autopilot
- Motor and runway vibrations
- Stick shaker
- Compatible with PMDG 737-800 NGX, others on request
- Supports Multi Crew-Cockpit (MCC)
- UDP or TCP/IP Interface for external control
- Operating System: Win XP/Vista/7/8/10
- Linux & Mac Plugin for X-Plane
- Swiss Made

Specification

Communication-Interfaces Ethernet, CAN, USB, RS232

Minimum Requirements Dual Core, 2.0 GHz or faster
2 GB of RAM

